Six & Grid: A Dungeon Crawler For One

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Have you ever wanted to play through a quick dungeon crawl but you only had yourself to adventure with? Well, if you're ready with a few simple tools, you can play through a dungeon that will take shape as you explore it. There are monsters, traps, treasures, thieves, and strange bottles of glowing liquid that are totally legit and you should feel no qualms about drinking!

Welcome to Six & Grid! The Dungeon Crawler For One!

You only need one 6-sided die, a sheet *(or more)* of grid paper *(dotted grid or lined grid are both fine)*, another piece of paper for your stats *(you can optionally set aside a part of the grid paper for this)*, a writing implement, and these instructions.

Where you choose to place your stats, mark a location to keep track of your Hit Points and your Treasure. Hit Points start at 6 *(or any number you like)*. This is your Maximum number of Hit Points for the game. Treasure starts at 0 (zero) and can go up or down during your adventure in the dungeon.

> ** For fun, you might also choose to track how many monsters or traps you encounter on your crawl, but it is not necessary.*

You begin your adventure in any square you like on the grid. Mark this starting square with an S. You then roll 1d6 and consult *"Table 1 - Wall Forms."*

> ** From the Starting room, all 8 nearby squares are possible to reach. However, you cannot backtrack to the starting room. So, once you have moved out of it, blot that square out with a solid square and consider it walled off. Once you enter the dungeon, you can't leave the way you came in.*

If you roll a 1 at this point, you encounter a Trap, Monster, or Thief (for rolls of 1-3). Or you find a Treasure, a Potion, or an Elixir (for rolls of 4-6). Consult *"Table 2 - Menace & Magic."* Since you are stopped by what you encounter, you do not move forward in the dungeon during a *"Menace & Magic"* round.

Once you have dealt with the danger or collected some treasure, roll again for a new Wall Form or Encounter, again referring to *"Table 1 - Wall Forms."*

Once you have rolled for a wall shape *(a roll of 2-6)*, you can add that shape to a square that is directly accessible from your current position *(no walls already blocking you)*, and move into that square. The wall forms may be rotated to fit into the map as you like. However, you cannot overlap old walls when placing new walls.

Movement may be made into squares at a diagonal as well as the standard North/South/East/West squares near your current position on the map. Put a dot in the middle of the square you have moved into in order to indicate that you have moved.

You can choose to draw the walls and the dot that represents you in whichever order you like. However, you move to the new square before the walls are placed. This means that you are allowed to put down a new wall-shape that blocks you off from the last square you were in. Consider this a *"Trap Wall"* that closes you off from *"backtracking"* later on.

> ** Backtracking: You will often find yourself at dead ends in the dungeon. If there is a square you have passed earlier in the game, and it still has openings, you can "backtrack" to that square and build out from there instead. However, this is only possible if you haven't walled off all possible ways to get back to that place.*

You move around the dungeon in this way, adding walls onto adjacent squares, fighting monsters, setting off traps, healing, and collecting treasure until you can no longer move anywhere new or your Hit Points run out. Let your imagination fill in the details of the monsters and traps you encounter. Feel free to think of each treasure as a unique and magical item. Or, if you prefer, just let it all be numbers.

Losing all your treasure is sad, when it happens, but you can keep wandering the dungeon with no shiny stuff in your loot bag. You'll find more... hopefully... if the monsters and traps don't send you packing first.

When your Hit Points reach zero (0), you are ejected from the dungeon, but you can always enter again. It will be different every time!

> ** An optional, advanced method of play is to designate an EXIT square someplace on the grid at the same time you designate the START square, and then try to reach it before your character loses all Hit Points or the walls all lead to dead ends.*

Remember to compare your Treasure Scores with your friends! Swap some tales of delving into strange and shifting dungeons! Show each other your maps and recount the beasties, pits, and slamming walls that made your adventure worth having!

Table 1 - Wall Forms

ROLL	RESULT	
1		*Menace & Magic Encounter (See Table 2)*
2		**A single wall** It's dark down here and you have to cling to a wall to make your way further into the dungeon seeking gold and goblins! Blindly stumbling into danger because you want to get rich quick is the adventuring lifestyle! Sally forth, brave adventurer!
3		**2 Walls parallel to each other** You march along, deeper into the pit of adventure. Will it be a place of despair, treasure, or both? It's probably going to be a pain either way, but that's the life of an adventurer.
4		**Two walls intersecting at a corner.** This is where you take a turn in the dungeon. A turn for the better or the worse? Who knows? Adventure is iffy like that.
5		**Three walls with 2 Parallel and 1 connecting them.** It's your basic dead end in a maze or dungeon. You don't have to die here, though. As long as there's a path out, you can keep exploring!
6		**No walls but you can move into this space. Draw dots at the corners.** You have stumbled into a large room and though you can't see the exits, you can move in any direction your feet take you. Roll that 1d6 and keep moving!

Table 2 – Menace & Magic

ROLL	RESULT
1	**Trap:** A trap is sprung! You've really put your foot in it this time, or your hand, elbow, mouth... probably your rear end too... Here's hoping you survive long enough to find a random bottle of suspect glowing liquid soon. *Lose 1d6 Hit Points*
2	**Monster:** A slavering beast attacks! You do your best to fend it off but it does some damage before it slinks back into the darkness of the dungeon. If you've still got Hit Points left, you'll need to find a Potion or Elixer soon! *Lose 1d6+2 Hit Points*
3	**Thief:** A thief pilfers your Treasure bag! Somehow, these guys are everywhere! Even in the darkest dungeon, with shifting walls, trolls, and razor-wall-traps, there's someone cutting your loot bag and grabbing your shiny stuff! On the plus side, you can't lose Treasure if you don't have any... *Lose 1d6 Treasure unless your Treasure is already at zero (0).*
4	**Treasure:** You find a shiny! How something so precious, valuable, and delicate made it down into a dungeon without being crushed or fouled by monsters, you don't know. And you don't ask! You shove it into your loot bag and keep moving! Adventuring isn't about asking where the treasure came from, it's about taking it home with you and ignoring the widow who says something about her husband's cufflinks that he was wearing when he went into the dungeon last Summer. *Treasure increases by 1d6*
5	**Potion:** Ah! A bottle of red stuff in a dungeon, half-buried in you-do-not-want-to-think-about-it, and glowing faintly? I'm sure if you drink it, you'll get some Hit Points back. Sounds like a good idea, right? It's always fun drinking random glowing liquids in a dungeon maze! Trust me. *Hit Points increase by 1d6, up to your Maximum Hit Points*
6	Elixir: Nothing like drinking a random bottle of green, brightly glowing liquid you found in the claw of a dead monster in a dungeon to make you feel better! Down it all and restore a lot of your Hit Points all at once. I'm sure it was made with the best quality ingredients by absolutely legitimate professionals... Probably. *Hit Points increase by 1d6+3, up to your Maximum Hit Points*